SNS-27-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Thank you for selecting Tetris 2™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your Tetris 2 Game Pak. Keep this instruction booklet and warranty in a safe place for future reference.

WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of your Game Pak may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

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Tetris 2 is back!

Tetris 2, the popular sequel to the megahit Tetris, is back and more fun than ever on Super NES!

Tetris 2 consists of red, blue, and yellow blocks. In addition to having different colored blocks, the game also features three block types: Falling Blocks, Flash Blocks and Fixed Blocks. The object of Tetris 2 is to arrange the Falling Blocks so three or more blocks of the same color line up horizontally or vertically. When a horizontal or vertical match occurs, the similarly colored blocks disappear. To win, you must strategically place your Falling Blocks and eliminate all Fixed Blocks from the screen.

While maintaining the sophisticated simplicity of the original Tetris game, Tetris 2 moves forward with exciting puzzles that are more captivating than ever!

Controller Functions

A Button, X Button:	*Rotate Falling Blocks 90° clockwise.*
B Button, Y Button:	*Rotate Falling Blocks 90° counter-clockwise.*
L Button, R Button:	*Select CPU player difficulty settings (1p vs. CPU).*
Left:	*Moves Falling Block left.*
Right:	*Moves Falling Block right.*
Down:	*Drops next Falling Block in Puzzle Game.*
Up/Down:	*Select options on Game Selection Menu*
SELECT Button:	*Restart current round in Puzzle Game.*
START Button:	*Starts/Pauses Game.*

How to Start

To begin play, correctly insert your Tetris 2 Game Pak into the Super Nintendo Entertainment System and move the power button to the ON position. Once the system has power, the Title Screen will appear.

GAME SELECTION SCREEN

Press any button on the Title Screen to make the Game Selection Screen appear. On the Game Selection Screen, press up and down on the +Control Pad to move the cursor and the A Button to select various options.

• **1-Player**	Normal	Puzzle
• **Versus**	1P vs 2P	1P vs COM
• **Sound**	Stereo	Monaural

Block Types

There are different blocks that appear in Tetris 2: Flash Blocks, Fixed Blocks and Falling Blocks. Each of these block types appear in three colors.

FLASH BLOCKS

The Flash Blocks play a key role in this game. They also have a different effect in the 1-player and 2-Player games. Try eliminating these blocks to see how they can help you win.

FIXED BLOCKS

These blocks appear on the screen before the game begins and restrict movement of the Falling Blocks. To win the game or advance to the next stage, you must eliminate all Fixed Blocks from the screen.

FALLING BLOCKS

These blocks drop from the top of the screen and help you eliminate Fixed Blocks. As displayed to the right, Falling Blocks appear in nine forms.

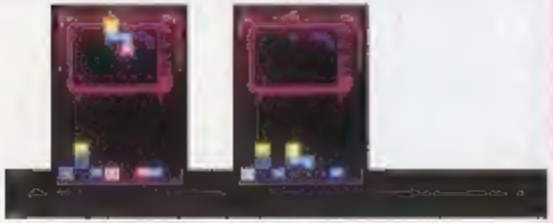
All Falling Blocks consist of four smaller blocks connected on one side.

In diagrams 7, 8, and 9 at right, the circles on the Falling Blocks indicate the point where the blocks separate after landing on a Fixed Block in the playing field.

Block Types continued

To eliminate blocks from the screen, move the Falling Blocks so they match up with other blocks and create a horizontal or vertical line. The blocks disappear each time you create a row of three or more similarly colored blocks.

Arrange the Falling Block so you can make a row of three red blocks disappear.



Drop this Falling Block so the blue blocks make a vertical line and disappear.

CHAIN REACTION!!

A Chain Reaction occurs if you eliminate two or more rows using one Falling Block. Chain Reactions are worth many extra points in the 1-Player game and help you sabotage your opponent's playing field in a 2-Player game.

The red blocks disappear...

causing the blue blocks to drop and create a new match!

How to Play the 1-Player Game

To advance in the 1-Player game, you must move the Falling Blocks and position them in rows and columns causing similarly colored Fixed Blocks and Flash Blocks to disappear. If you erase a Flash Block, all blocks of the same color in the playing field will disappear.

Your game ends if you allow at least one block to touch the top of the playing field.

If you eliminate all Flash Blocks, all Fixed Blocks will disappear and you will advance to the next level.

Remove the red Flash Block... to make all red Fixed Blocks disappear.

As you do on the Game Selection Screen, press the A Button or the START Button to make a selection on the Round Selection Screen.

SPEED

The rate that the Falling Blocks drop.

ROUND

The higher rounds will challenge you with more Fixed Blocks and faster Falling Blocks.

MUSIC

Lets you select the background music. Select OFF to turn off the music.

SCORING SYSTEM [1-PLAYER GAME]

Falling Blocks	10 points each
Fixed Blocks	20 points each
Flash Blocks	40 points for each Fixed Block erased following Flash Block.

FLASH BLOCKS ELIMINATED BY CHAIN REACTIONS

The score is determined as follows:
(# of Fixed Blocks erased with Flash Blocks) x (# of chains) x (40 points).

BONUS SCORING

In addition to the bonus points for chain reactions, you will receive bonus points for finishing a round quickly. If you're fast, you can also receive credits that will automatically remove up to 10 Fixed Blocks from the playing field on the next stage.

Note: You will not receive any points for the blocks that disappear after you remove the last Flash Block or following the six block technique described later in this manual.

CHAIN REACTIONS

The score for each Chain Reaction is determined using the following formula:
(# of blocks erased) x (points for each block) x (chain reaction bonus).

Chain Reaction Bonus	Bonus Factor
one chain	x2
two chains	x4
three or more chains	x8

How to Play the Puzzle Game

Although the basic rules of the Puzzle Game are similar to those of the 1-Player game, the object of this mode is to eliminate all blocks from the playing field using a predetermined number of Falling Blocks. During the Puzzle Game, you can quit and try again by pressing the SELECT Button. This feature is useful if you realize that you've made mistake before using all of your Falling Blocks.

Selecting "Puzzle" on the game selection screen will make the continue screen displayed below appear.

Puzzle Game continued

NEW

Selecting a "New" game will cause the Round Selection screen to appear.

PASSWORD

Once you complete the 31st stage in the Puzzle Game, you'll receive a password that will let you continue from above stage 30.

Next
Determines how the Falling Blocks appear on the screen.

Auto: Falling Blocks drop automatically.
Manual: Falling Blocks drop after you press down on the +Control Pad.

Round
The higher rounds will challenge you with more Fixed Blocks and faster Falling Blocks.

Music
Lets you select the background music. Select OFF to turn off the music.

How to Play the 1-Player vs. 2 Player Game

Both players start the game simultaneously. You win the game if you eliminate all blocks from your game screen or if the blocks on your opponent's screen stack up to the top of the playing field. The first player to win three games wins the match.

If you erase a Flash Block in the 2-Player Game, a similarly colored Fixed Block will change into a Flash Block.

HOW TO ATTACK YOUR OPPONENT

There are two methods that you can use to attack your opponent.

Lowering the Water Level
Each time you eliminate a Flash Block, the water level in your opponent's playing field decreases. If your opponent erases a Flash Block in his or her field, the water level will increase to its original position. This action works like a game of "Tug of War."

Make Your Opponent's Blocks Drop Faster
Your opponent's Falling Blocks will temporarily drop faster each time you get a Chain Reaction to occur on your playing field. The number of your opponent's blocks that are affected is proportionate to the number of chains that disappear from your screen.

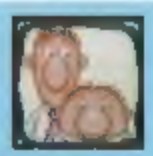
How to Play the 1-Player vs. 2 Com Game

You can also play a 2-Player game against the computer using the 1-Player vs. COM game. The rules and strategies are similar to the 1-Player vs. 2-Player game.

Before you play, you must first select a computer opponent on the Player Selection Screen.

To select an opponent on the Player Selection Screen, press the A Button or START Button after selecting the character with the +Control Pad. Once you've selected a character, the Round Selection Screen will appear.

If you would like to change the computer player's speed and round setting, move the cursor by simultaneously pressing the L or R Buttons and the +Control Pad.



INTRODUCTION OF COMPUTER PLAYERS

Easy
This character is for beginning players. She makes many mistakes and does not move her Falling Blocks very quickly.

Normal
Although he doesn't seem to be very tough, this character doesn't make many mistakes and may steal a victory from you if you're careless.

Hard
These guys gang up and attack accurately and swiftly. They also move the Falling Blocks very quickly and are very tough to beat if you're not on top of your game.

Hints and Tips

Tetris 2 requires many skills including the ability to quickly determine the blocks' colors, locations, and arrangements. You must also be able to use your Falling Blocks efficiently to avoid creating extra blocks that prevent you from easily erasing the Fixed Blocks.

Below is an introduction to the advanced strategy of Tetris 2. Try these techniques to see if you have more fun and success...

Filling an Empty Space With a Block

Try to quickly fill spaces with blocks so that...

more than three blocks of the same color can easily disappear.

Controlling Advanced Blocks

Carefully guide the block with detachable pieces...

so you can easily place the loose blocks and create a solid row or column.

Secret Technique: Eliminating Six Blocks!!

If more than six blocks of the same color make a vertical or horizontal line, all the blocks with the same color on the game screen will disappear.

You can remove six blocks if a straight block containing four pieces with the same color is placed onto two pieces of the same color.

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